Saga Rulebook

◎ Clarifications

The Basics

RE-ROLLS

A player can only re-roll his own dice, never those of an opponent. So, any ability that allows you to re-roll dice means that you can re-roll your own dice, never force the opponent to re-roll any of his own dice. An ability that forces an opponent to re-roll dice would explicitly state that.

WIDTH OF THE MEASURING STICKS

When the width of the measuring sticks is important (as it can be the case with some Saga abilities), the width is considered as being 1'' wide (2,5cm).

REMINDER ON DISTANCES (PAGE 8)

It is important to note that in Saga when a sentence says "a unit must be within X" or "a unit must be at X ", it is X or less. For example, when a unit must be within **L** of a terrain zone, it can be anywhere as long as it is at **L** or less of that zone. This applies to all distances from Saga. Being "within X" means "at X or less than X". And "within" is inclusive, so being exactly at "X" qualifies at "being at X".

For a unit to be at or within "X" it is sufficient that only one of its figurines is at "X" or less than "X". The only exception to this is during deployments. If a unit is to be deployed "within X" it is understood that it must be fully deployed "within X" (i.e. with all its figures fully within X or less).

FORMATION New

Page 8, replace the 3rd paragraph with:

Secondly, no figure in the unit can be more than **S** away from the unit's reference figure (who you choose and who you can change at will during the game). Mounted units have a wider formation radius of **M** - see Mounts, p.39. All of them must therefore fit within an imaginary circle centred on the reference figure you choose for the check. This can be a different figure each time you need to check this rule. The circle has a radius of **S**, or **M** if the unit is mounted.

RE-ROLLS AND MODIFIERS New

Page 9, replace the 2nd and subsequent paragraphs with:

A die roll can be modified up or down during the game (+1 or -2 for example). All results modified to less than 1 count as a 1, while any result of 6 or more counts as a 6. Note that you could get results of more than 6 in a previous version of the rules, so you'll occasionally see game effects that say "6 or more". Finally, when the result of a die is referenced, it's always the result AFTER modifiers have been applied, not the "natural" roll of the die.

These rules don't apply to Saga dice, which can be re-rolled as many times as desired and never have any numerical modifiers applied.

Page 9, add a new section:

WHO CAN DO MORE, CAN DO LESS New

When one of your game effects is limited to X instances ("send 3 units to hell" for example), you can always limit yourself to fewer instances. In our example, you could decide to only consign 2 units to infernal carbonisation. Note however that this does not apply to a rule or Saga ability that says "All". In this case, all means, well "All". So if a rule states that you activates all your units, you activate all of them. In ludo-scientific jargon, we summarise this as: those "who can do more, can do less".

La phase d'ordre

PLACING SAGA DICE New

Page 12, add a new paragraph at the end of the section:

On the other hand, if you started the turn with dice on the ability and you trigger it during the Orders phase, it's possible for you to activate it again immediately. The rule is simple: each ability can only be activated once per turn, and only triggered once per turn.

ACTIVATION ABILITIES New

Page 14, replace the first sentence of the penultimate paragraph with:

During the Activation phase, you trigger Activation abilities one after another until you want to stop or you have no more abilities to unleash.

Movement

MOVING FIGURINES

During a movement (charge, movement or other) a model is considered as occupying at any time the entire surface of its base. Therefore, it will not be able to pass over an impassable element if part of its movement causes its base to overlap an impassable element.

It is the player's responsibility to ensure that the unit's cohesion is respected at the end of movement or charge. If the movement or charge has started and it appears that cohesion cannot be respected, the figures return to their initial position, and the movement or charge is cancelled. Players should ensure that the final position of the unit is legal before all figures have been moved. This can generally be checked even before the first miniature has been moved.

HOW TO MOVE *New*

Page 16, replace the 2nd bullet with :

Two cohesion checks must be made once all the figures in the unit have moved. Firstly, all the figures must be part of a chain with a maximum of **VS** between two figures. Secondly, all the figures must be within **S** of the reference figure. You choose this figure from among the figures in the unit, and it's just used to determine whether a unit is in cohesion. It can be a different figure each time the unit moves. For more details, refer to the Formations paragraph on page 8.

Page 17, add a new sidebar:

RECTANGULAR AND OVAL BASES *New*

A base that isn't round can only change its facing at the end of its move. In real terms, what this means is that between its starting position and the end of its move (before it reorients itself), you need to be able to trace a corridor that follows the movement rules on page 16 - like, for example, not crossing friendly figures who aren't part of its unit. At the end of its move, you can reorient the base however you please. Keep in mind that no part of the base can move further than the unit's maximum movement distance.

MOVEMENT OF MORE THAN **L**

If a unit has increased movement beyond **L**, for example **L**+**S**, the rules governing movement are the same as for two rulers. Thus, a unit using two rulers of **M** and one of **C** will be able to bend its movement twice: once between each ruler.

Charge

HOW TO CHARGE *New*

Page 20, replace the whole section with:

At the moment when a unit is activated to charge, and before moving the charging unit's figures, you must tell your opponent clearly which unit you are targeting. "I'm charging that unit of warriors" is acceptable, but we recommend a bit more gusto so as to attract the favour of the gods. You can choose any enemy unit. A unit can only charge a single enemy unit - there are no exceptions to this rule! Of course, you can't declare a charge against an enemy unit that isn't within charge range.

Once the target has been pointed out, give your opponent a chance to trigger any Activation/Reaction Saga abilities - you'll see what these abilities are further on in the rules. That done, it's time to move your figures! Follow the steps below in order:

- Choose one of the figures in your unit. This will be your unit's reference figure during this charge. Unlike moving, when you can freely choose your reference figure when checking the unit is in formation, charging forces you to use the first figure you move as your reference figure.

- Place the measuring stick that matches their charge distance in base contact with them and move the model along the stick until they're in base contact with at least one model of your choice from the target unit (that they can reach). You may never bend the ruler: the figure must move in a straight line. At no point may the figure cross impassable terrain or be in contact with any enemy figures except those in the target unit. The figure can freely pass through figures in their own unit during their movement.

- If this move doesn't allow the figure to make contact with any models from the target unit, the charge activation is cancelled (see Cancelled Activation, p. 31). This usually happens when the opponent uses the unit's fatigue to reduce its charge distance, if some spiteful game effect moves its figures between the declaration of your charge and this step, or if the unit targeted by the charge can no longer be reached for any reason whatsoever.

- Once this charge move has been made, choose another figure and move it according to the rules above. It must end this move within **VS** of another figure in its unit which has already moved, and within **S** (or **M** for a mounted unit) of the first figure to be moved.

- If, while following the rules above, the figure can come into base contact with a figure from the enemy unit, it must do so.

- If a figure can't end its charge in base contact with an enemy figure, it moves as far as possible towards any figure in the charged unit while obeying the rules above (ending its move within VS of another figure in the unit, and within **S** - or **M** - of the first figure to be moved).

- A figure can never move further than their charge distance.

- This process is repeated for each figure in the charging unit.

Once the charge movement has been resolved, a melee immediately follows between the two units in contact with each other (see Melee, p. 26).

Shooting

LINE OF SIGHT

The line of sight is blocked when crossing the second time the edge of a single area terrain. So your line of sight can cross the edge of the area you're into, and cross another edge (like a wood were the target is located).

COMBAT POOL

At the end of the step 1 of the Shooting, you may have up to 8 Attack Dice in your pool. During step 2, you can gain extra attack dice, but at before rolling them during step 3, you must ensure that you do not have more than twice the number you had at the end of step 1. The same applies to melee, except that the threshold at the end of step 1 is 16 dice rather than 8.Resolving a shooting.

Any fire that resolves without activating a unit is covered by the 3rd paragraph of the first column on page 22 ("Note that Saga abilities...").

Such shots do not require a line of sight to the target, and have no range restrictions. Since no units are activated, when the combat pool is assembled, only the bonus attack dice of the effect that generated the fire are added to the combat pool.

STEP 1: ASSEMBLING THE COMBAT POOL New

Page 23 replace the last four paragraphs with :

Once this is done, add any bonus attack dice granted by any applicable Saga abilities or special rules. These bonus attack dice can't exceed either the number of attack dice generated by your unit (so bonus attack dice can double the unit's attack dice at most), nor the number of figures in your unit - so you can't gain more bonus attack dice than your unit has figures. The Presence special rule has no effect on this count.

If the shooting attack was generated by a special rule or a Saga ability rather than originating with a unit, you can add all its bonus dice to your pool even though it contained no dice. Special rules and Saga abilities can also grant the defender bonus defence dice. This is also when the defending player takes these dice and puts them in front of themselves. Generally, a game effect producing a shooting attack will only provide bonus attack dice since there's no shooting unit to generate dice. In this case, your pool is made up solely of bonus dice.

If the combat pool exceeds eight dice, remove any excess. A unit can only ever have a maximum of 8d6 in their combat pool at the start of a shooting attack. We call this pool of dice the starting combat pool.

COUVERT New

Page 25, add a new paragraph between the 2nd and 3rd paragraphs:

To count as entirely in cover, the entirety of ALL the bases of ALL the figures in the defender's unit must be inside an area that grants cover - Saga brooks no messing about when it comes to cover!

SHOOTING WITHOUT A UNIT! GOOD GRIEF! New

Some speical rules or game effects resolve a shooting attack without any actual shooting unit, like a shower of meteors or a sudden explosion of subterranean gases. The rule or game effect will indicate the target and the number of bonus attack dice that the shooting attack is granted. Your combat pool consists of only these bonus attack dice. You won't be able to gain extra dice with Saga abilities but you'll be able to roll all these dice, even if you started the shooting with an empty pool.

Melee

CLOSE RANKS

By default, any unit without special equipment or rules that prevent it from closing ranks can choose this option. It is not necessary to consider the action of reducing the number of attack dice to gain a defence benefit (the hard cover) too literally,

it can be a defensive posture, or an attitude that promotes preservation at the expense of aggression. So even animals can close ranks!

STEP 2: ASSEMBLING THE COMBAT POOL New

Replace the 6th paragraph with:

Next, add any bonus attack dice granted by any applicable Saga abilities or special rules. Therse bonus attack dice can't exceed either the attack dice generated by your unit (so bonus attack dice can, at most, double the unit's attack dice), nor the number of figures in your unit (so you can't gain more bonus attack dice than your unit has figures). The Presence special rule has no effect on this count. Special rules and Saga abilities can also give bonus defence dice. This is the moment when each player takes these dice to keep in front of them.

WITHDRAWAL New

Page 28, replace the last paragraph with:

If it's impossible for the unit to withdraw while following the rules above, the opposing unit must withdraw instead. However, this unit doesn't need to move a full $. Instead, it must move the minimum to no longer have any figures in contact with the enemy unit.

Rest and fatigue

ACCUMULATING FATIGUE New

Page 30, add a new paragraph between the 7th and 8th paragraphs:

When measuring this radius of **S**, use the position of the figures before the casualties that eliminated the unit are removed. For example, if a unit of 3 figures took 3 casualties all at once, any friendly unit within **S** of any one of those 3 figures would take a fatigue.

REST (PAGE 31)

Some game effects or saga ability allow a unit to remove 2 or more fatigues instead of one during a Rest. It is important to note that these abilities are resolved even if the unit has only one (or even zero) fatigue. Thus, an ability that says "Activate all your units for rest, they each remove 2 fatigues during this activation" may be resolved even if some units have only one fatigue and some others none.

The same rule applies to a play effect that would remove fatigue (out of a Rest activation). Thus, it would resolve itself even if it is not possible to remove all the fatigue indicated by the effect.

Terrain

DANGEROUS TERRAIN

Note that dangerous terrain does not count as uneven terrain for Saga abilities. It has the same effect on movement and charges distance, but only terrain with the "uneven" classification in the terrain table on page 48 counts as such.

Special rules

WE OBEY

The Warlord cannot activate himself with this rule. It should be able to activate any other unit.

BODYGUARD New

Page 36, add at the end of this section:

In addition, a unit suffering a casualty via the Bodyguards can't use this rule in turn - even if it has it! In other words, it's impossible to make casualties suffered via Bodyguards special rule "bounce off".

HEROIC UNIT New

Page 36, replace this section with :

A heroic unit counts as a Hero unit and benefits from all the special rules for the Hero in the unit. The only exception is the Bodyguards rule, which can't be used until the Hero is the last figure in the unit. Any special rules held by the figures accompanying the Hero are ignored. The heroic unit generates as many Saga dice as its Hero, while the figures escorting it are simply ignored for this calculation. To determine the number of figures in this unit, the Hero counts as 4 figures if they have the Presence special rule. The other figures are added to this initial number. In regards to Saga abilities, a heroic unit counts as a Hero unit. The Hero in a heroic unit is always the last figure removed as a casualty. If they have to be removed as a casualty to avoid breaking unit cohesion or to avoid breaking a rule, the Hero is swapped with one of the other figures in the unit and that figure is removed as a casualty instead.

As soon as the Hero is the only figure in their unit, the unit ceases to be a heroic unit and instead becomes a normal Hero unit who can use the Bodyguards special rule as usual.

A Hero can never leave their heroic unit.

COMPOSITE BOWS New

Page 37, replace the whole section with:

Composite bows are ranged weapons with a range of **M**. A unit with composite bows reduces its Armour by -1 in melee combat, and can never close ranks. Only mounted figures (whatever they're riding) can use them. A unit using composite bows has the following advantages.

- During its owner's Activation phase, a unit equipped with composite bows can be activated to shoot for free. This can be done as many times as the rules below allow.

- The shooting Activations of a unit equipped with composite bows don't generate fatigue, regardless of the activation's origin (special rule, basic Saga ability, or advanced Saga ability).

- A unit equipped with composite bows can never resolve two consecutive shooting activations in the same turn. Once a unit with composite bows has resolved a shooting activation, it must resolve another type of activation (like moving or charging) to be able to activate to shoot again. A cancelled activation does not count as a resolved activation.

JAVELINS New

Page 39, replace the whole rule wih:

Javelins are ranged weapons with a range of M. A unit equipped with javelins has -1 Armour during hand-to-hand combat (their Armour value against shooting attacks is unchanged). They can never close ranks.

A unit equipped with javelins has the two following advantages.

- During the resolution of a melee, they get a +1 to their attack dice if they charged. This bonus doesn't apply if the opponent has solid cover, whether that cover comes from the terrain they're in, a special rule, or the decision to close ranks.

- Once during each of their player's Activation phases, a unit equipped with javelins can be activated to shoot for free. This activation generates no fatigue.

MOUNTS: HORSES New

Page 39, replace the last bullet with:

The formation distance of units mounted on horses is **M** rather than **S**. This means that during the initial deployment, and after a movement or a charge, all models must end within **M** of the reference figure, and not within **S** as would be the case with foot models.

Saga Abilities

MULTIPLE ACTIVATIONS New

Page 41, add at the end of the second bullet:

With a charge or a shooting attack you declare the target of the charge or the shooting when you resolve the activation of the unit.

IMPORTANT NOTES `New`

Page 42, add two new bullets:

• Who Can Do More, Can Do Less: When an ability has a maximum numerical effect like "gain 2 dice" or "target 3 units", you can always choose to reduce the ability's effect. Note however that if an ability says "gain 3 apples, and your opponent gets as many apples as you", you can reduce how many apples you get, but your opponent will get exactly as many apples to munch on as you.

• Sometimes, a Saga ability has two separate effects. Its components may be linked, like in "Remove a fatigue from the target to gain 3 attack dice", or "Remove a fatigue from the target. Then, gain 3 attack dice". In this case, the second effect - gaining the attack dice - depends on the first being resolved. If the ability says "Remove a fatigue from your unit. Gain 3 attack dice", then the elements are separate, and gaining attack dice doesn't depend on removing the fatigue. That means you can gain the dice without removing any fatigue. You must always resolve an ability's effects in the order they appear.

Assembling a Warband

CUSTOMISED WARBAND RECRUITMENT `New`

Page 47, add this new section:

After having assembled the figures for your warband and before organising them into units, you can choose one of the exchanges below:

• Remove 2 Hearthguards from your warband to replace them with 4 Warriors or 6 Levies.

• Remove 4 Warriors from your warband to replace them with 2 Hearthguards or 6 Levies.

• Remove 6 Levies from your warband to replace them with 2 Hearthguards or 4 Warriors.

You can only make a single swap of this kind. Figures whose troop type isn't Hearthguard, Warrior, or Levy can't be used in this type of swap.

Clah of warlords `New`

Page 49, replace last 4 paragraphs with:

When deploying a unit, you must follow the rules on cohesion (no figure more than S -or M-from reference figure, and each figure must deploy within VS of another figure already on the board).

Method A: Each player deploys their units entirely between S and L away from their board edge.

Method B: Divide the table in half by tracing an imaginary line between two diagonally opposite corners of the first player's choice. Each player must deploy their units in the zone which includes their table edge. All units must deploy entirely between M and L away from the centre line.

Method C: Both players deploy their units across the width of the table, entirely between M and L + M away from the short table edge to the right of their table edge. No figures can be deployed within M of any table edge.

Page 49, replace the first paragraph of the special rules with:

Before the start of the first turn, the second player rolls 3 Saga dice and puts them on their board. They can't trigger any Saga abilities, but they start the game with a few carefully placed dice, which will let them go head-to-head with their opponent.

Page 49, replace the "Dawn" entry of the special rule chart with:

Dawn: During each player's first turn, no-one can shoot or charge more than M.

Page 49, replace the "Old Grudge" entry of the special rule chart with:

Old Grudge: During each player's first turn, each unit's first activation is free.

Page 49, replace the 6th bullet with:

Each enemy mercenary unit reduced to at least half its starting figures is worth an additional

1 point, which is added to the points scored by eliminating the figures in the unit. If the unit is completely destroyed, they're worth an additional 2 points instead.